	Prototype dumped & researched by MOV / MOVGAMES
DEBUG OPTION NAME	**DEBUG OPTION FUNCTION**
SKIP TUTO ($$$$$ win lottery)	Skips Tutorial, gives you Cr. 50,000,000, Wapahu Village Home, 4 vehicles (Mercedes-Benz SLR McLaren, Aston Martin DB9 Volante, Lotus Sport Exige 240R, Dodge Viper SRT-10), 2% Completion.
SKIP TUTO ($)	Skips Tutorial, gives you Cr. 24,346, Wapahu Village Home, Saturn Sky Roadster.
MONKEY HAMLET	Loads the main game and proceeds to go absolutely insane, spamming every button input possible. I have no clue what this option was intended for.
MONKEY CHAUFFEUR	Loads an AI controlled Mercedes-Benz SLR McLaren in Dowsett Highlands which proceeds to randomly drive around the game world. It seems to use SKIP TUTO ($$$$$ win lottery) as a base as this option also gives you Cr. 50,000,000 and the same 4 vehicles. Entering and leaving a building while on this debug mode causes a debug warning message screen to pop up regarding "Ran out of free HandlerOut to hook onto carstate", and the AI racer struggles to navigate the game world if you continue.
TELEPORTING MONKEY (SECTORS)	Loads an AI controlled Mercedes-Benz SLR McLaren in Dowsett Highlands which proceeds to teleport around the map to different sector locations. A unique debug UI element is loaded which reads "MonkeyTeleport" and the vehicle teleports to 2822 locations in a loop. This option was most likely used to make sure that all sectors of the island map load as intended. This option also uses SKIP TUTO ($$$$$ win lottery) as a base with the same amont of cash and vehicles.
TELEPORTING MONKEY (SPOTS)	Loads an AI controlled Mercedes-Benz SLR McLaren in Dowsett Highlands which proceeds to teleport around the map to every set "spot" in the game code. This includes all events, houses, realtors, car shops and any other location with an interactable marker. Additionally, some of these spots are empty with nothing at the location, possibly meaning that they are old locations for removed events or shops. It also loads the unique debug UI reading "MonkeyTeleport" like the above option and teleports to 448 spots in a loop, however this also loads a second line of debug text reading "Spot", the filename for that spot if applicable and the xyz coordinates.
QUICKRACE MONKEY	Loads up a random quick race with an AI driver controlling the car. Going back to the main menu instantly loads another quick race, locking you into this debug option until you reset the game. This option displays a unique debug UI which shows what race .IGE file is currently loaded.
ALL RACES MONKEY	Loads up a random race from the main game with an AI driver controlling the car. Going back to the main menu instantly loads another race so a restart is needed to cancel this option. Like QUICKRACE MONKEY this also displays the extra text showing the filename for each race loaded by the game.
ALL CARS ALL HOUSES	Skips Tutorial, gives you Cr.50,000,000, one copy of every vehicle in the game, every home in the game and 50% completion.

TUTORIAL - SHORT RENTAL	Loads up the beginning of the game like normal but gives you Cr.1,000,000,000, and does not allow you to progress past the rent a car screen as the game claims you do not have enough credits.